

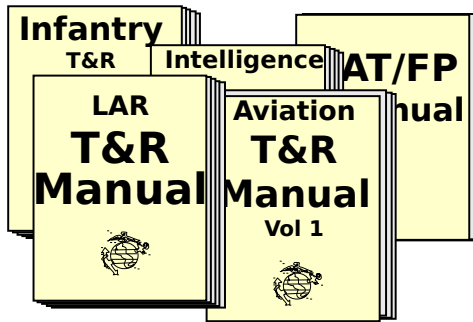
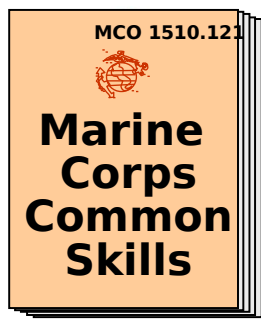
# USMC LVC

## *The Way Ahead*

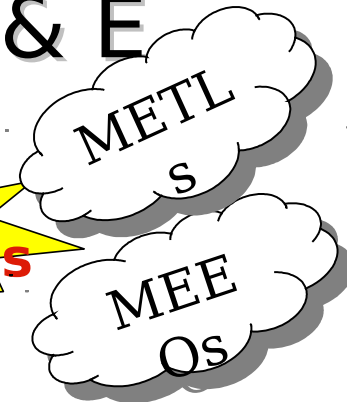
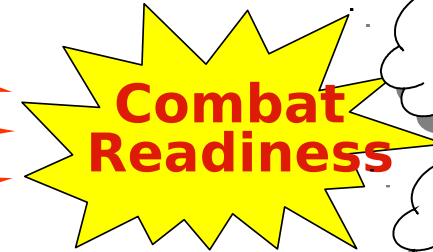


Dr. Mike Bailey      LtCol Bob Armstrong  
Technical Director      Deputy Director  
Training and Education Command

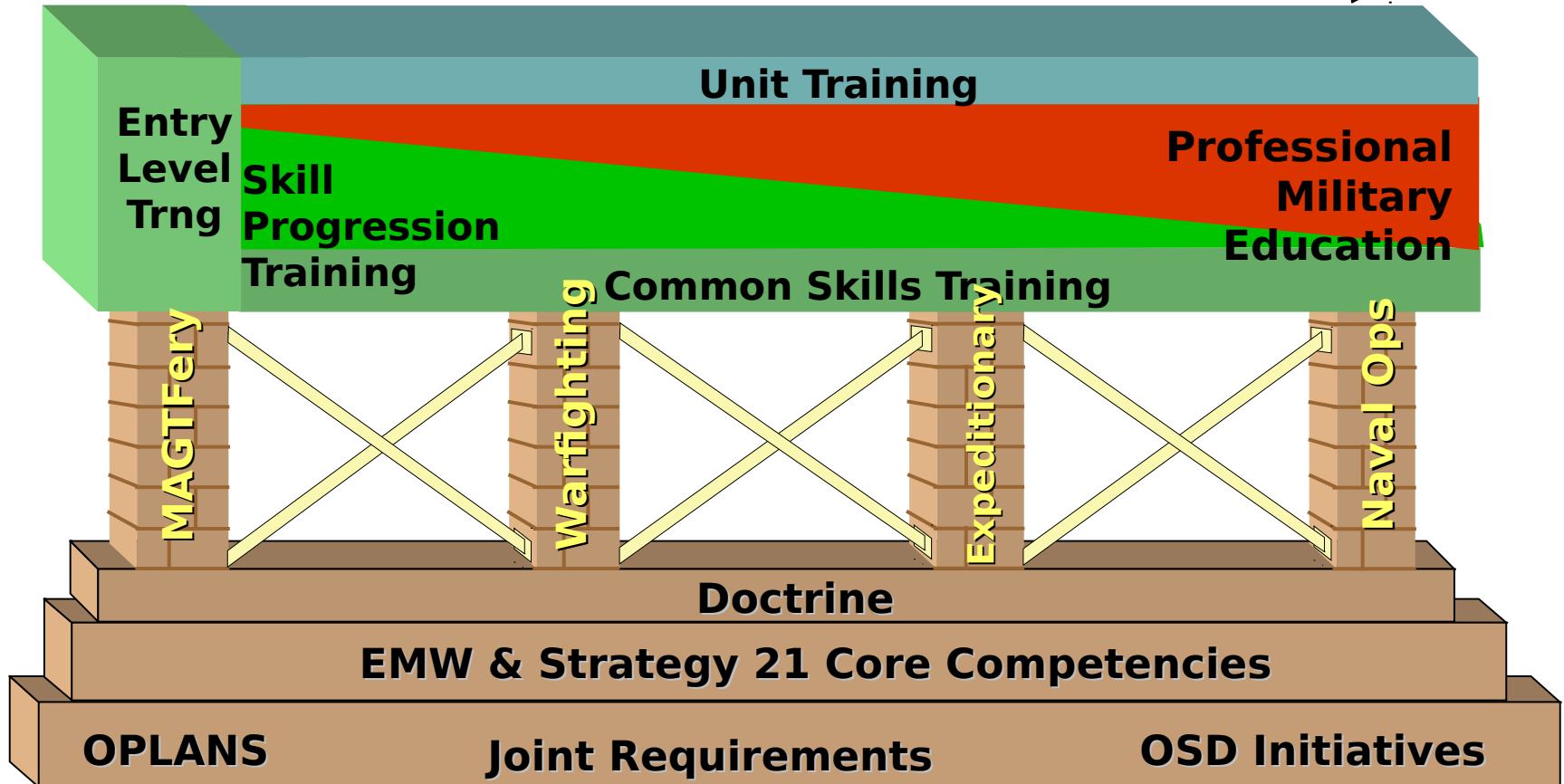
# Framework for All Things T & E



**E  
N  
A  
B  
L  
E**



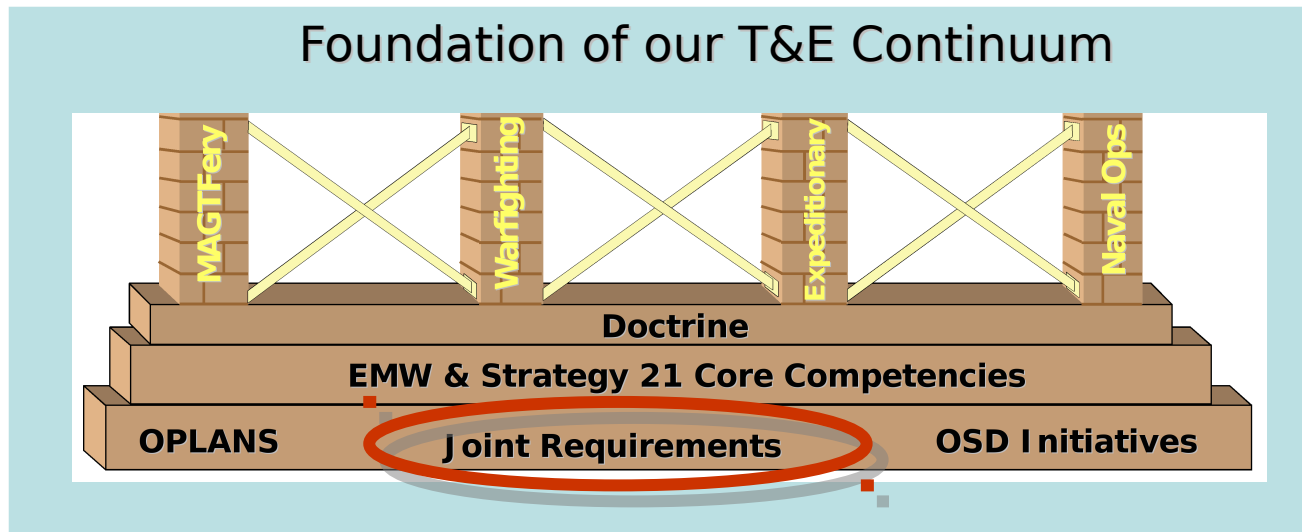
Pvt / 2ndLt ——— **Training and Education Continuum** ———▶ SgtMaj / Gen





# Training & Education Continuum

- All Training **MUST** Fit Within The T&E Framework
- Provides Focus on Development and Sustainment of Warfighting Skills
- Assists in Setting Priority of Expenditure and Effort



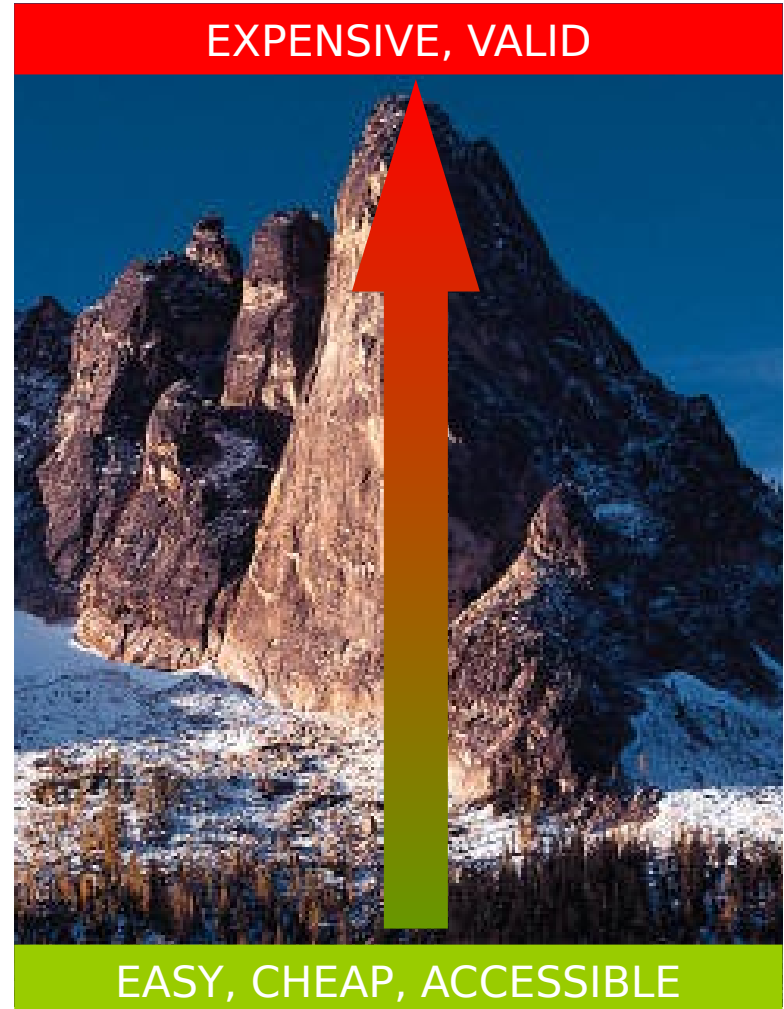


# The Training Spectrum

LVC  
Coverage

Combat ->  
Instrumented LiveEX ->  
LiveEX ->  
TEWT (FSCEX) ->  
Virtual Exercise ->  
Supported SimEX (Phase III) ->  
Tactical Decision Simulation ->  
Pract. App./Sand Table/CAST ->  
Classroom Instr. (Phase II) ->  
Interactive Multimedia ->  
Asynchronous Text Based

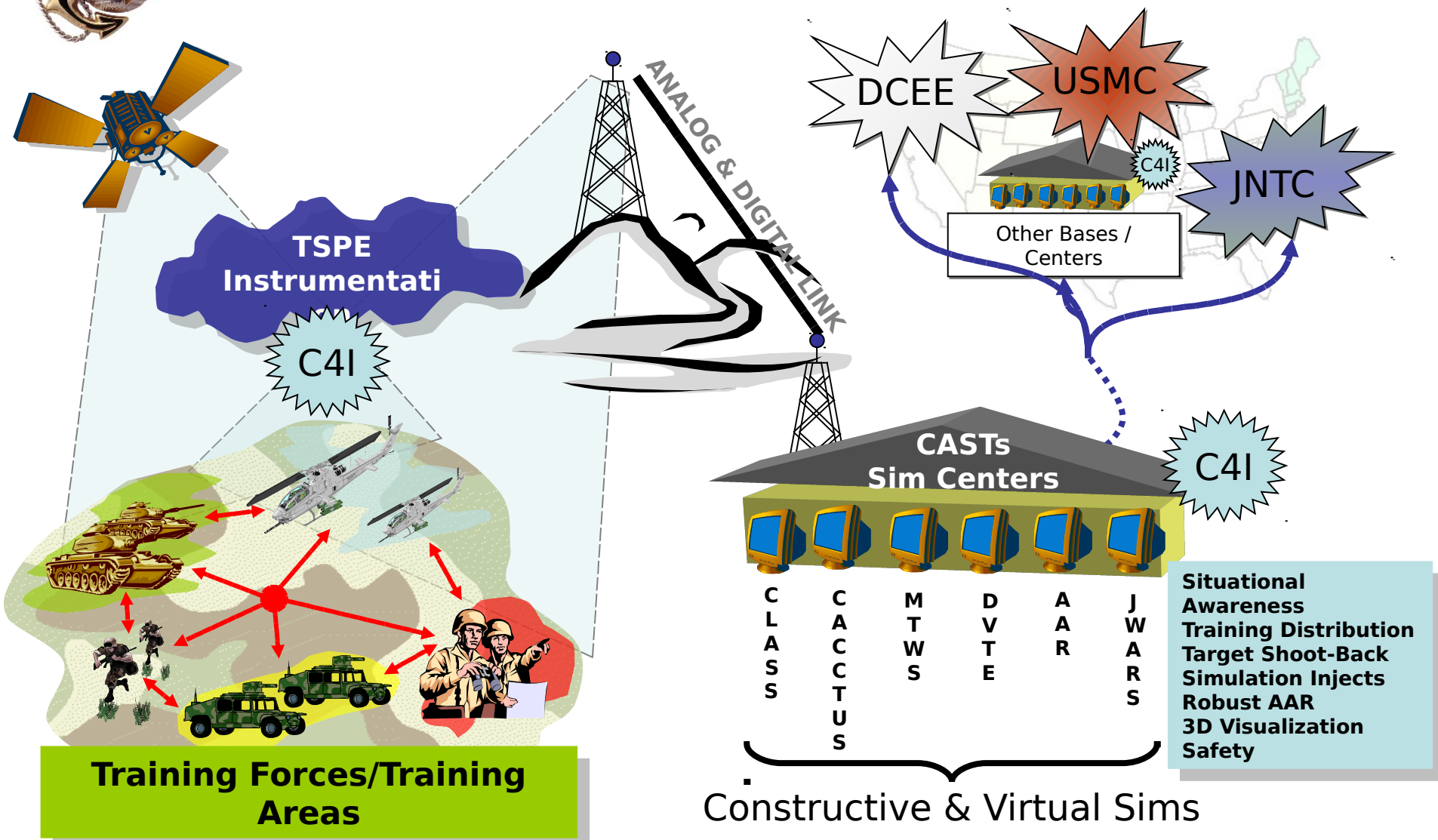
EXPENSIVE, VALID



EASY, CHEAP, ACCESSIBLE



# End State For LVC Training





# Live, Virtual, Constructive

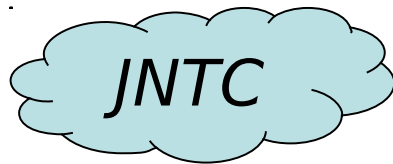
DEFINITIONS

- Live Training
  - Real people operating real systems
- Virtual Simulation
  - Replication of tasks and decision-making environment, usually for small teams and individuals
  - Involve real people operating simulated systems
  - Human in the loop is essential
- Constructive Simulation
  - Simulations appropriate for staff training, wherein individual people and things are aggregated in order to provide a more manageable fidelity for the training audience
  - Involve simulated people operating simulated systems
  - Real people stimulate events, but are not involved in determining outcomes



# The Way Ahead is Interoperable LVC

- Addresses USMC Horizontal and Vertical Seams
- Maintains Focus on Live Training
  - Live-Fire brings Challenges
- Addresses Accountability
- Addresses Inter-Service



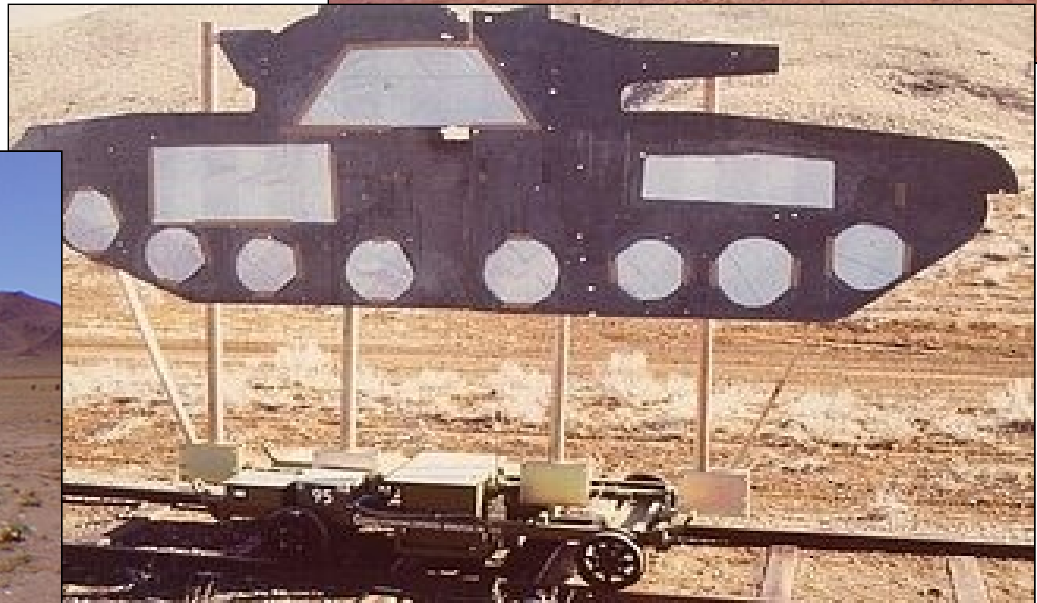


# Our Solution Set





# Range Investment



January 2004

USMC LVC -- The Way Ahead



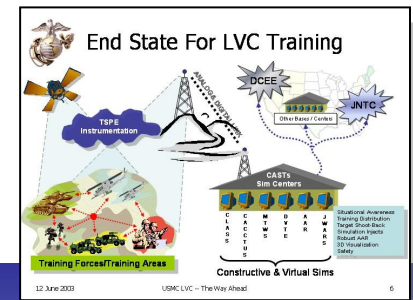
# USMC Live Training

## Sample Events

- Combined Arms Exercise
- WTI
- MOUT
- MEU preparation
- Mountain warfare training
- Jungle warfare training
- Unit specific training
- Fixed Range Training
- TEWTs

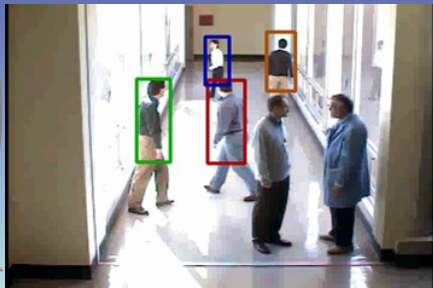
## Live Training Tools

- Live fire and maneuver ranges
- Ammunition
- Targets
- Special Effects Small Arms Marking System (SESAM)
- MILES/MILES 2000
- IGRS/PLI/NACTS/LATR
- Minor Training Devices



# ENVIRONMENTS

## CLOSE QUARTERS



## TRANSITIONAL



# MOUT



## OUTDOOR



# HOME RUN

**Relative  
proximity and  
focus on  
entity  
behaviors**

## Different tracking systems, changing scope

## Complex line of sight

# Long haul communications and bandwidth requirements

# VIDEO

# IBS/RF-Tagging

# GPS

## TRACKING SOLUTIONS

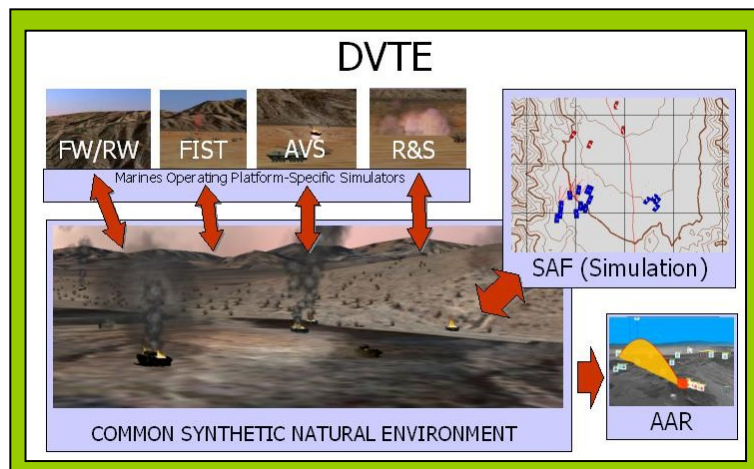


# USMC Virtual Simulations

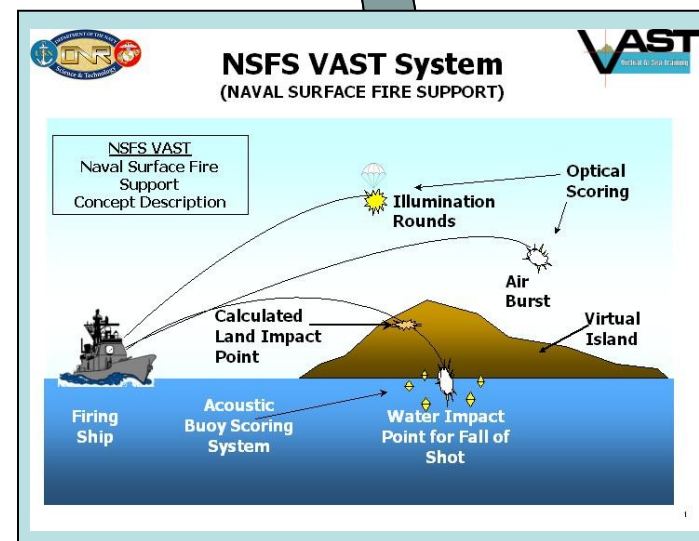
- Indoor Simulated Marksmanship Trainer (ISMT-E)
- ~~■ Combat Vehicle Training System (CVTS)~~
- Closed Loop Artillery Simulation System (CLASS)
- Virtual At-Sea Trainer (VAST)
- Tactical Decision Making Simulation (TDMS)
- Deployable Virtual Training Environment (DVTE)



# DVTE and VAST Demonstrated



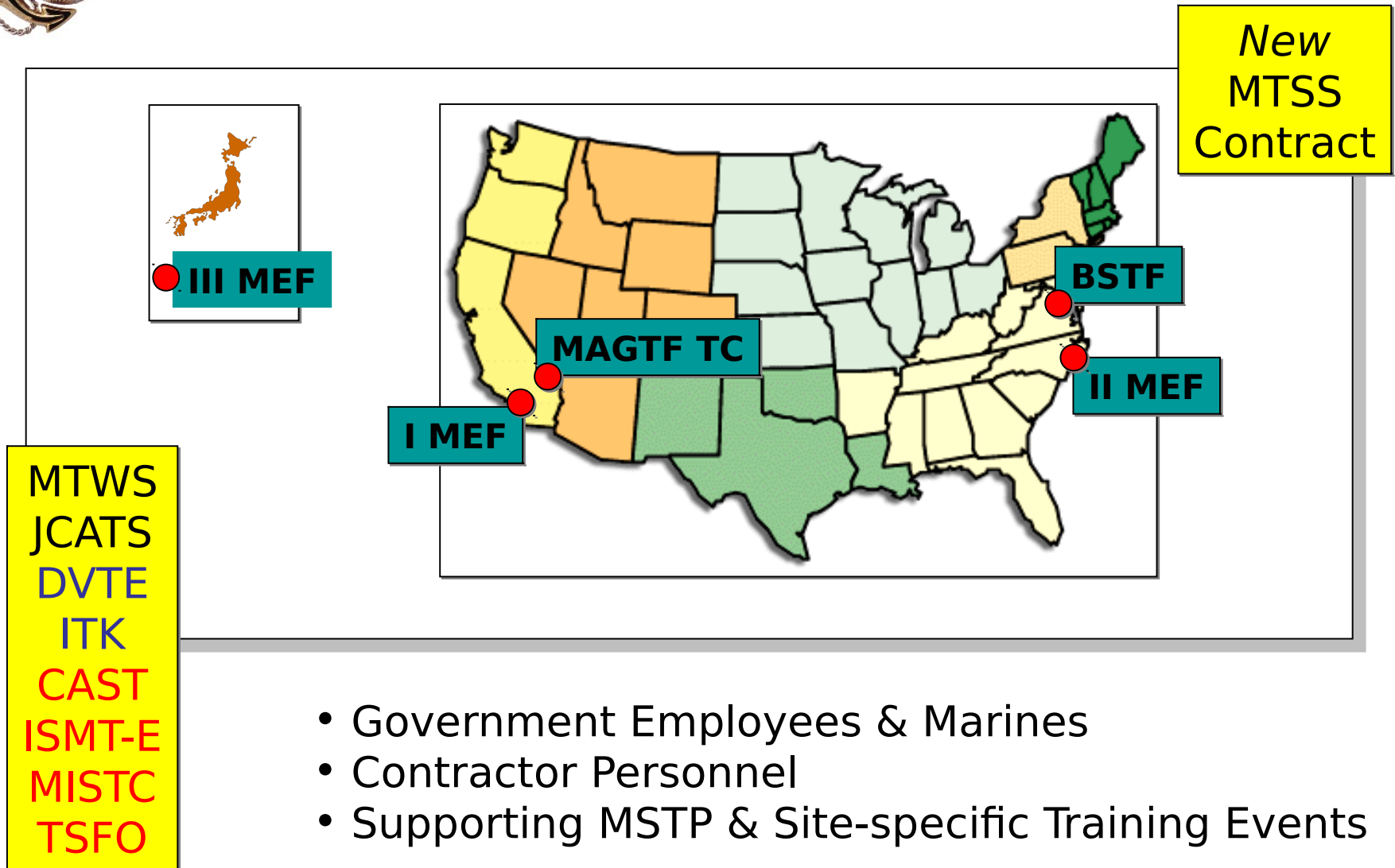
- **BFTT Afloat**
- **Air VAST**
- **Fixed Instrumentation (EGLIN)**
- **JNTC Federation**







# Battle Simulation Centers





# USMC Constructive Simulations

- MAGTF Tactical Warfare Simulation (MTWS)
- Joint Conflict and Tactical Simulation (JCATS)
- **Combined Arms C2 Training Upgrade System (CACCTUS)**





# CACCTUS Essential Elements

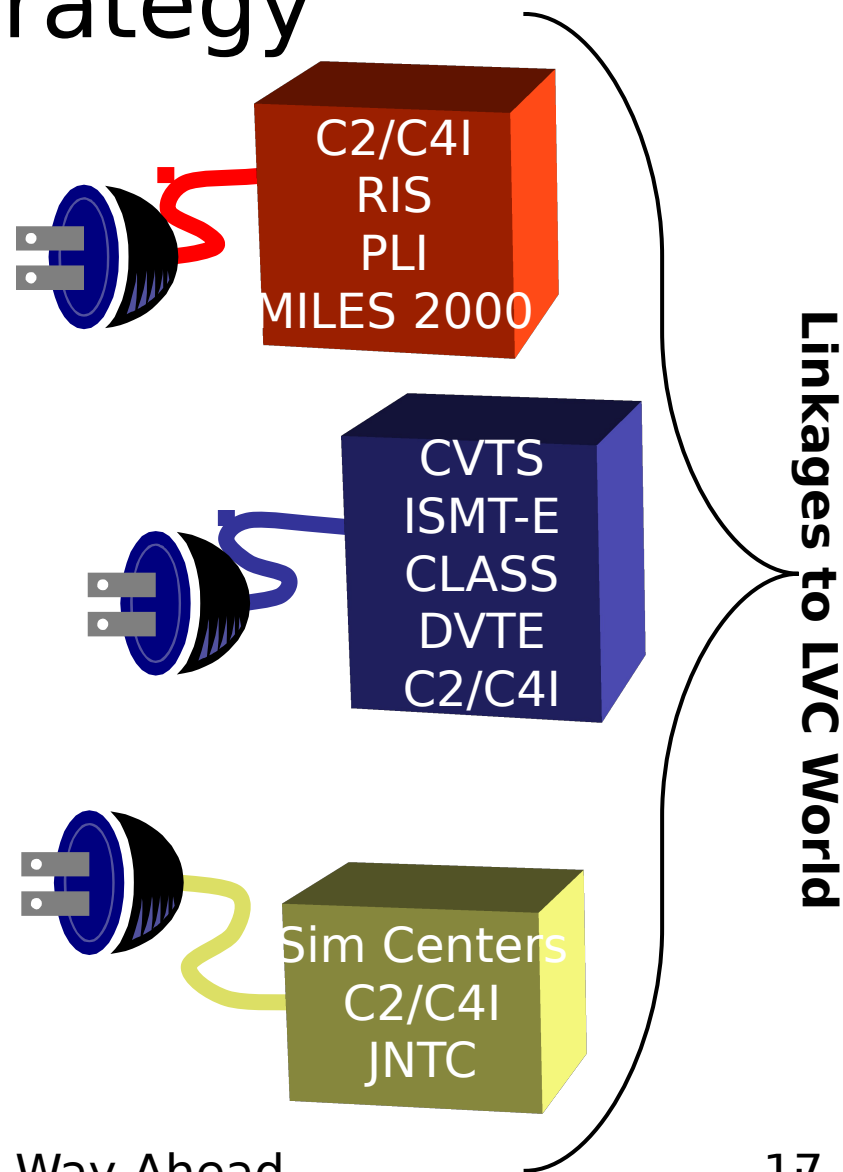
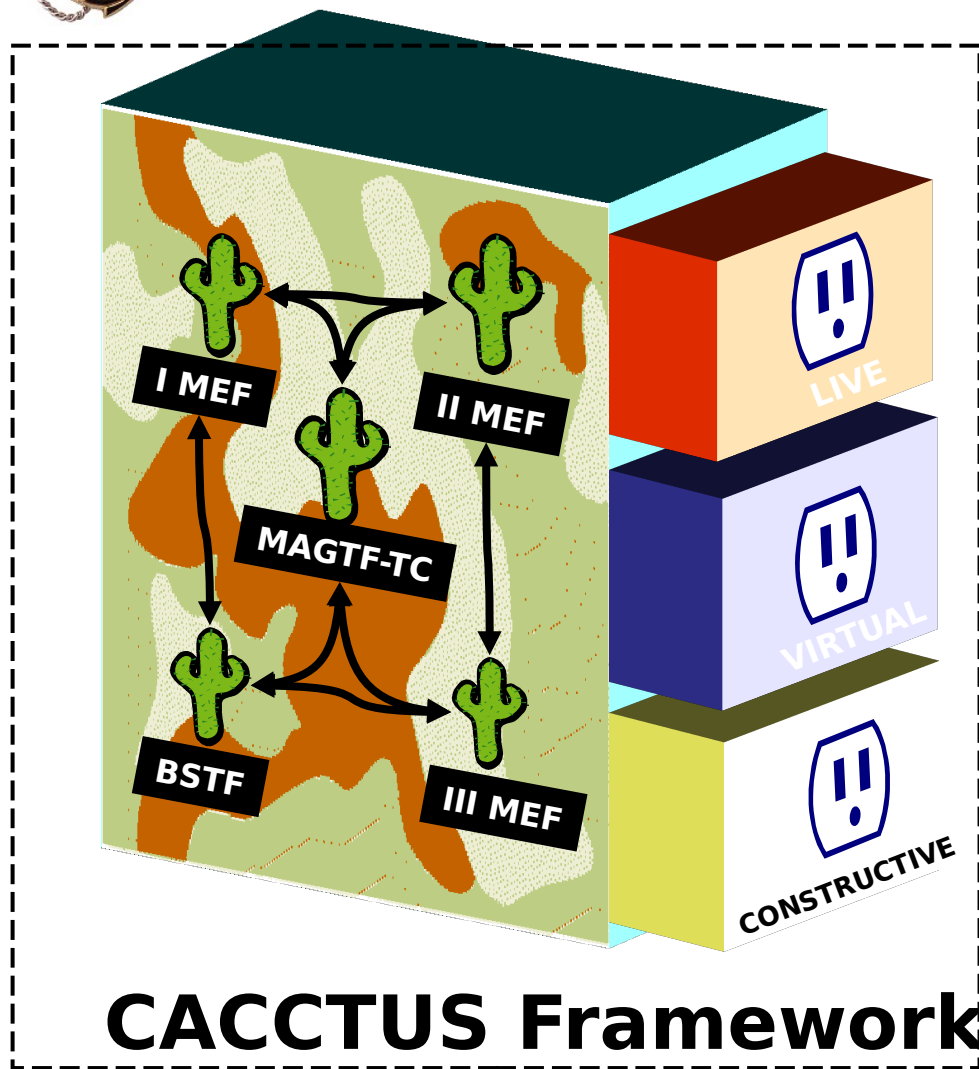
- Train to standards
- Entity level simulation
- Authentic models
- Controllable BDA, attrition
- Controllable model base and analog
- After Action Review
- Time management
- Authentic
- Sensor
- Detection, display of danger areas
- Realistic training scenario
- Configurable comm system
- Link to other bases/stations
- 3-D photorealistic display
- Depiction of trajectories and control measures
- Detection, display of danger areas

**SIMULATION**





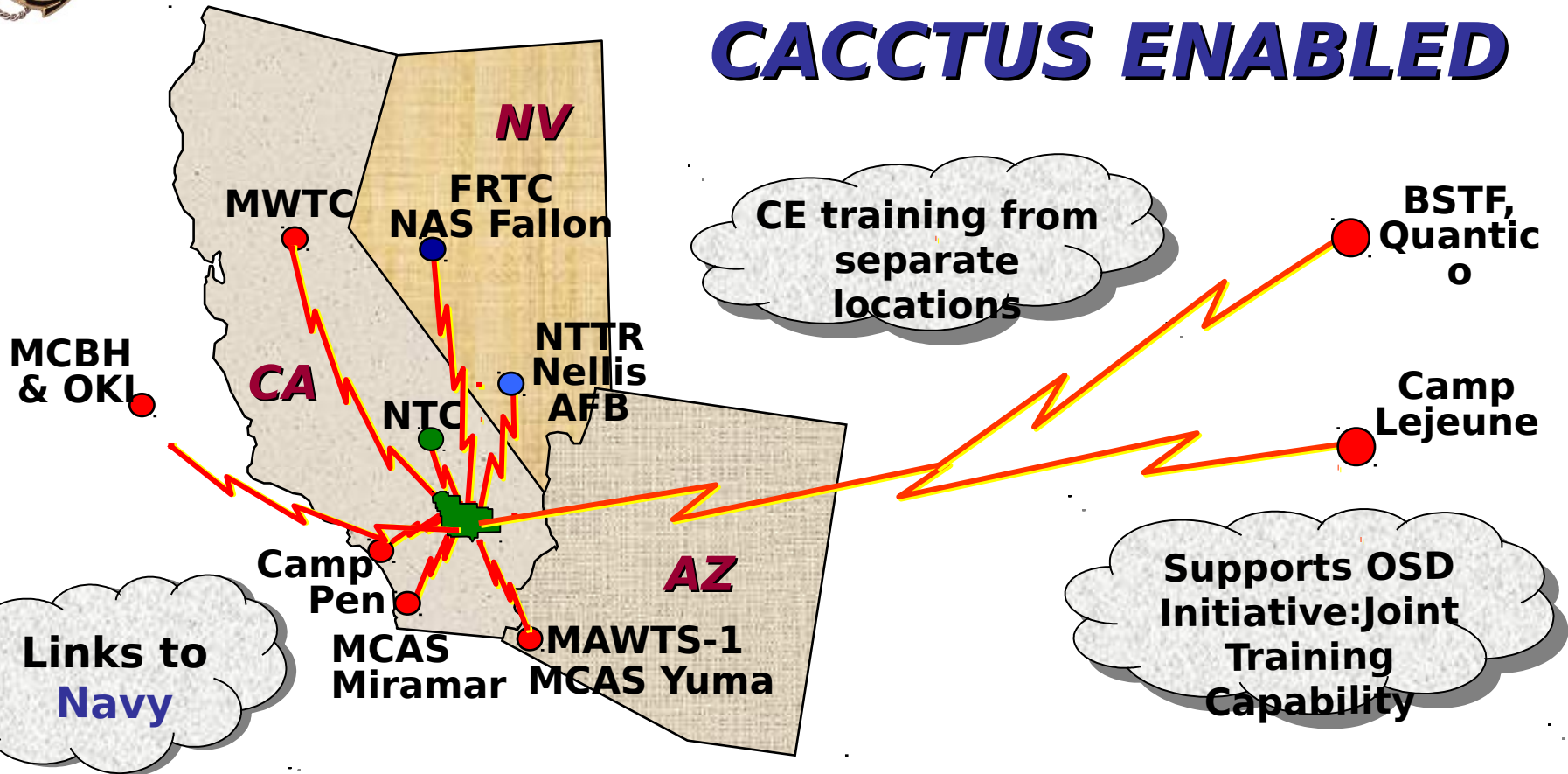
# CACCTUS – The Backbone of USMC's LVC Strategy





# Distributed Training Events

## ***CACCTUS ENABLED***



**USING CASTs, BSTFs, NAVY and JOINT SIM CENTERS**





# JNTC



Joint  
National  
Training  
Capability

## 1<sup>st</sup> Training Transformation Service Major Training Centers

**Realistic Combat Training**

**Opposing Forces**

**Ground Truth**

**Feedback**

## 2<sup>nd</sup> Training Transformation Joint National Training Capability

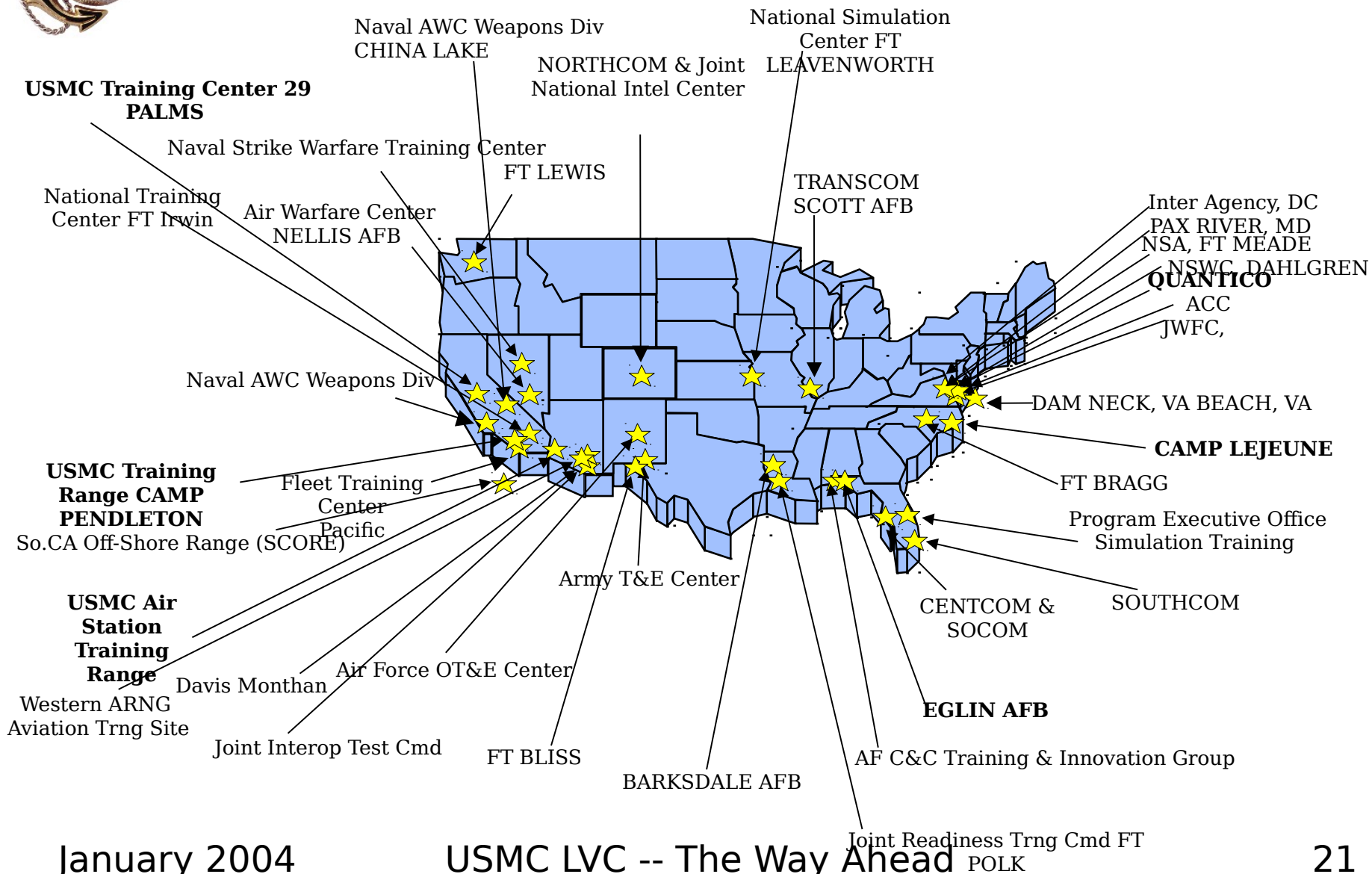
- Appropriate Joint context-horizontal / vertical
- Employs joint doctrine / tactics / techniques
- Live training with simulation / stimulation
- Mission rehearsal implications
- Realistic information ops and C4ISR
- Potentially deployable / distributable
- Asymmetric challenges
- Diverse targets / threats

- Integrated range instrumentation
- Joint Observer / Trainers
- Certified, accredited

- Focus on joint performance outcomes
- Ability to assess concepts and doctrine
- Feeds joint lessons learned
- Promotes Joint Training System use



# JNTC Sites





# CACCTUS: Initial Focus on MAGTFTC

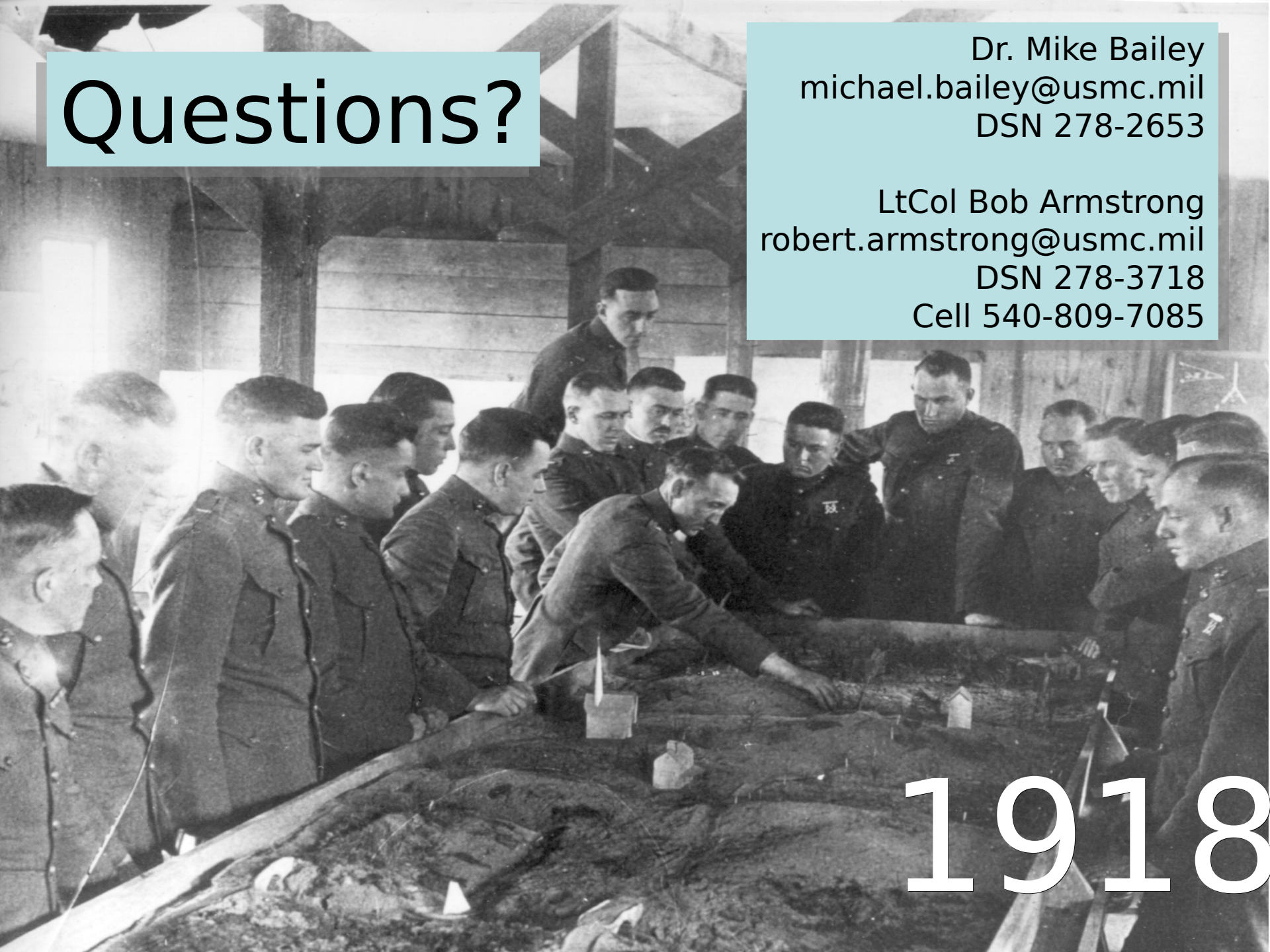
- Comprehensive Training Environment
  - Live Fire Combined Arms and Maneuver Training
  - MAGTF Staff Training
  - 10 CAXes per year
  
- Focal Point for USMC L-V-C Integration
  - CAX is the Integration Event
  - **CACCTUS is the Backbone**



# Questions?

Dr. Mike Bailey  
michael.bailey@usmc.mil  
DSN 278-2653

LtCol Bob Armstrong  
robert.armstrong@usmc.mil  
DSN 278-3718  
Cell 540-809-7085



# 1918